## CLAIM AMENDMENTS

Claims 1-25 (Canceled).

26.  (New) A method comprising:

storing a sequence of frames of a predetermined duration in a memory as a current loop;

overwriting said current loop with an ensuing sequence of frames of the same duration; and

in response to receiving an instruction to save, marking said current loop as used and designating a next available sequence of frames of a predetermined duration as the current loop, said instruction to save other than an instruction to replay.

27.  (New) The method of claim 26 including receiving another instruction to save said current loop, and in response to said another instruction, marking the current loop as used and designating another next available sequence of frames of a predetermined length as the current loop.

28.  (New) The method of claim 27 wherein a newly designated current loop is a last available loop, and generating an indicator to indicate that the current loop is the last available loop.

29.  (New) The method of claim 26 wherein storing a sequence of frames of a predetermined duration in said memory includes storing said sequence of frames in a memory of a viewing device.

30.  (New) The method of claim 29 including sensing an angular orientation of said viewing device, and if said angular orientation is indicative of an orientation other than for storing, then stopping the storing of the sequence of frames in the current loop.

31.  (New) The method of claim 29 including displaying a real time image on a display and selectively enabling a user of the device to replace the real time display with the display of a stored sequence of frames.

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32.    (New)  The method of claim 29 including receiving an instruction from a user of said device to set the duration of the sequence of frames of a current loop to a particular duration.

33.    (New)  The method of claim 26 including storing said sequences of frames in a removeable memory.

34.    (New)  The method of claim 26 including saving said used sequences of frames on a medium other than said memory.

35.    (New)  A device comprising:

an image sensor to capture frames;

a storage coupled to said sensor to store a first sequence of frames of predetermined duration as a current loop and a second sequence of frames of predetermined duration as a subsequent loop;

user-selectable buttons corresponding to replay and save capabilities; and

a controller to detect the selection of a save button and in response to detecting said save button selection, mark the sequence of frames of said current loop as used.

36.    (New)  The device of claim 35 wherein said controller, at the end of the first sequence, loops back to the beginning of the first sequence and overwrites the first sequence of frames with a third sequence of frames.

37.    (New)  The device of claim 35 wherein said storage has the capacity to store an integral number of sequences of frames of predetermined duration as one or more loops, the length of the one or more loops optionally set by a user prior to storage of a first sequence of frames.

38.    (New)  The device of claim 35 wherein said device is a camera.

39.    (New)  The device of claim 35 wherein said device selectively enables the user to view said display or a scene through an optics element.

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40.     (New)  The device of claim 35 wherein said controller to detect the selection of a play frames button to enable a user to select, for viewing, a sequence of frames of predetermined duration, said play frames button other than said replay button.

41.     (New)  The device of claim 35 wherein said controller to detect the selection of the replay button, and, in response to selection of said replay button, replay the sequence of frames from said current loop for viewing.

42.     (New)  A medium storing instructions that, if executed, enable a processor to:
        store a sequence of frames of a predetermined duration in a memory as a current loop;
        overwrite said current loop with an ensuing sequence of frames of the same duration; and
        in response to receiving an instruction to save, mark said current loop as used and designate a next available sequence of frames of a predetermined duration as the current loop, said instruction to save other than an instruction to replay.

43.     (New)  The medium of claim 42 further storing instructions that, if executed, enable the processor to receive another instruction to save said current loop, and in response to said another instruction, mark the current loop as used and designate another next available sequence of frames of a predetermined length as the current loop.

44.     (New)  The medium of claim 43 further storing instructions that, if executed, enable the processor to generate an indicator to indicate that the newly designated current loop is the last available loop.

45.     (New)  The medium of claim 42 further storing instructions that, if executed, enable the processor to store said sequence of frames in a memory of a viewing device.

46.     (New)  The medium of claim 45 further storing instructions that, if executed, enable the processor to determine an angular orientation of said viewing device, and if said

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angular orientation is indicative of an orientation other than for storing, stop storing the frames in the current loop.

47.    (New) The medium of claim 45 further storing instructions that, if executed, enable the processor to receive an instruction from a user of said device to set the duration of the sequence of frames of a current loop to a particular duration.

48.    (New) The medium of claim 42 further storing instructions that, if executed, enable the processor to store said sequences of frames in a removeable memory.

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